

SHARED N-PATCH EDGES

ABSTRACT

Method and apparatus for shaping a shared edge between two or more N-patches is described. More particularly, vertices and normals of a polygon, tristip, quadstrip and so on, are obtained. Shared vertices corresponding to the shared edge are identified. When normal vectors at a shared vertex are determined to differ, tangents of the normal vectors are computed. These tangents may be used to optionally shape the shared edge, along with control points.